

Operation Abyss

NEW TOKYO LEGACY

Instruction Manual

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*The touchscreen can be used in certain sections of the game.

*This title supports screenshots. A memory card is required to store any screenshots taken.



BASIC CONTROLS

Directional buttons	Move Cursor/Move
Left stick	
Right stick	Go to next displayed image/Strafe
⊗ button	Select/Examine
◎ button	Cancel/Display Xth memo
Ⓐ button	Switch item information display/Open Camp Command
Ⓑ button	Display battle log/Display map screen
L button	Switch subject display screen/Strafe left
R button	Switch subject display screen/Strafe right
START button	Open Help Menu
SELECT button	Inspect character equipment Review Blood Code information in the Blood menu
Screen (touchscreen)	View next message/collect information in facilities Listen to enemy dialogue during combat Control map screen

*Commands highlighted in red can only be performed inside labyrinths.

DISPLAY HINT

In-game hints will be displayed on the bottom of the screen. It might contain specific commands, so make sure to check it if you ever need help.



HELP MENU

Return to Title Screen	Return to the title screen.
Control Overview	Display the control descriptions for the currently displayed screen.
Squad Handbook	Provides hints that are useful during gameplay.
Options	Change in-game settings.
Squad Info	Lists your squad information.



CHANGING BLOOD CODES

A registered character's Blood Code can be changed at anytime at CPA Headquarters by accessing "Member Application."

By changing Blood Codes, you can easily change the layout of your squad, but be mindful of the following.



LEVEL AND ABILITIES

Though you can change Blood Codes, each Code has its own corresponding level. Your character's HP and MP will be modified in accordance with the level of their currently equipped Blood Code. Furthermore, skills and spells are exclusive to each Blood Code and cannot be transferred to other Codes.



BOOST POINTS

Boost Points are static and once assigned are shared between all Blood Codes. You will only gain Boost Points when you surpass the highest level achieved with any Blood Code.



SQUAD FORMATION

Your squad consists of 6 members; 3 in the front row and 3 in the back row.

As an example, Warriors should be the front and Wizards should be in the back. Keep the specialties of each Blood Code in mind and place your squad members where they'll be most effective.

Also, it's good to have at least one Academic. Their ability to disable traps, unlock doors, identify items, and support allies are a valuable contribution to any squad.



STATUS SCREEN

Status Screen

Commands
Spell
Item
Blood

NAME: Hassahiro Oto
Nickname: Lode
Type: Muscular, M
Trait: Good, Earnest
Squad: Abyss Company
Unity Rating: 100 + 0 %
HP: 51 / 51
Damage: Main: 23 - 29 Sub:
Miss Chance: 11 Defense: 16
LV: 1 EXP: 400

STR: 15 / 13 +2
WIS: 7 / 6 +1
SPI: 5 / 5
PHY: 17 / 11 +1
SPD: 10 / 9 +1
LUX: 7 / 7

Evade: 7
NEXT: 400

STATUS

WIZ	0	0	0	0	0	0	0
HEAL	0	0	0	0	0	0	0
PSI	0	0	0	0	0	0	0
TRAN	0	0	0	0	0	0	0

005-1 Lv.1
0038 Lv.1
0045 Lv.1
0038 Lv.1
0044 Lv.1
0039 Lv.1

UNITY 1000
Use a spell.
Use a spell.
Use a spell.
100 GP

①	Basic Information	Basic information about the squad member.
②	Squad Name	The name of their affiliated squad.
	Unity Points	<p>The squad member's Unity Skill. Affects the Unity Gauge and stat values. *This will vary depending on each squad member's personality and compatibility.</p>
③	Stat Values Stat values are displayed from left to right. [Total value = Base value + stat points from equipment and Blood Code] Unity points can also affect the value of your stats.	
STR (Strength) Affects attack power.		
WIS (Wisdom) Affects WIZ Code potency.		
SPI (Spirit) Affects HEAL Code potency.		
PHY (Physical) Affects maximum HP.		
SPD (Speed) Affects accuracy, evasion, and turn order.		
LUK (Luck) Affects probability scenarios, such as triggering traps.		

④	Combat Strength	HP	Displayed as [Current/Maximum]. If your current points fall to 0, you will enter a critical state.
		Damage	Displayed as [Minimum - Maximum] Affects damage output when attacking.
		Miss Chance	The lower the value, the higher your total accuracy.
		Defense	The higher the value, the less damage you receive.
⑤		Evade Chance	The lower the value, the higher your chance to evade.
	Blood Information	Lv	The level of the Blood Code.
		EXP	The total amount of experience points received.
⑥		NEXT	The amount of experience points needed to level up.
	Spell Information	Displays each Spell Code's MP (the number of times it can be used). Each spell type and rank has its own MP value.	

ABOUT THE LEVEL CAP

In this game, your levels are regulated by an enforced "Level Cap." Once your Blood Code reaches the Level Cap, you will stop gaining EXP and your level will not increase. To raise the Level Cap, accomplish your missions and advance the story.



ITEM DATA

Item Data

Load Lv 1 Kn. M G Sub-disk

1 Lv 1 Dagger

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Please select an item to equip △ button Swap

①	Basic Information	An item's level represents its performance output and classification. (If an item's level is higher than the Blood Code's level, you cannot equip it.)												
②	Basic Performance	<table> <tr> <td>Damage</td> <td>Displayed as [Minimum - Maximum] Affects damage output when attacking.</td> </tr> <tr> <td>Max. Attacks</td> <td>The maximum number of attack that can be performed at once.</td> </tr> <tr> <td>Miss Chance</td> <td>The lower the value, the higher your total accuracy.</td> </tr> <tr> <td>Range</td> <td>The weapon's attack range.</td> </tr> <tr> <td>Defense</td> <td>The higher the value, the less damage you receive.</td> </tr> <tr> <td>Evade Chance</td> <td>The lower the value, the higher your chance to evade.</td> </tr> </table>	Damage	Displayed as [Minimum - Maximum] Affects damage output when attacking.	Max. Attacks	The maximum number of attack that can be performed at once.	Miss Chance	The lower the value, the higher your total accuracy.	Range	The weapon's attack range.	Defense	The higher the value, the less damage you receive.	Evade Chance	The lower the value, the higher your chance to evade.
Damage	Displayed as [Minimum - Maximum] Affects damage output when attacking.													
Max. Attacks	The maximum number of attack that can be performed at once.													
Miss Chance	The lower the value, the higher your total accuracy.													
Range	The weapon's attack range.													
Defense	The higher the value, the less damage you receive.													
Evade Chance	The lower the value, the higher your chance to evade.													
③	Weapon Types	<table> <tr> <td>Two (2-handed)</td> <td>Cannot equip a shield or support weapon.</td> </tr> <tr> <td>One (1-handed)</td> <td>Can equip a shield or support weapon.</td> </tr> <tr> <td>Sub (Support Weapon)</td> <td>Can equip two weapons without any skills.</td> </tr> <tr> <td>Shield</td> <td>Cannot equip two shields</td> </tr> </table>	Two (2-handed)	Cannot equip a shield or support weapon.	One (1-handed)	Can equip a shield or support weapon.	Sub (Support Weapon)	Can equip two weapons without any skills.	Shield	Cannot equip two shields				
Two (2-handed)	Cannot equip a shield or support weapon.													
One (1-handed)	Can equip a shield or support weapon.													
Sub (Support Weapon)	Can equip two weapons without any skills.													
Shield	Cannot equip two shields													
		*When equipping a bow, equip the bow in one hand and the arrows in the other hand.												
④	Equipment Regulations	Equipment regulations are based on member personalities and Blood Codes. (White) Able to Equip, (Gray) Unable to Equip, (Red) Able to Equip, but cannot change to other equipment (This condition is known as being "Bugged")												



WARNING: PHOTOSensitivity/EPILEPSY/SEISURES

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your doctor before playing.

IMMEDIATELY DISCONTINUE use and consult your doctor before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness • eye or muscle twitches • disorientation • any involuntary movement
- altered vision • loss of awareness • seizures or convulsion.

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR DOCTOR.



WARNING: PHOTOREACTIVITY/EPILEPSY/SEIZURES

USE AND HANDLING OF VIDEO GAMES TO REDUCE THE LIKELIHOOD OF A SEIZURE

- Use in a well-lit area and keep as far a way as possible from the screen.
- Avoid prolonged use of the PS Vita system. Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

PRECAUTIONS FOR USE

Keep the PlayStation®Vita game card out of the reach of small children to help prevent accidental swallowing.

This game card is for use only with the PlayStation®Vita system. Use of this game card with other devices may damage the device or the game card.

- Do not touch the game card terminals with your hands or with metal objects.
- Do not allow the game card to come into contact with liquids. Do not bend or drop the game card or otherwise expose it to strong physical impact.
- Never disassemble or modify the game card.



PRECAUTIONS FOR USE

Do not use or store the game card in the following locations or under the following conditions:

- In a car with the windows closed (particularly in summer)/in direct sunlight/near heat sources.
- In high humidity or corrosive environments.
- Be sure to insert the game card in the proper orientation



The data on the game card may be lost or corrupted in the following situations:

- If the game card is removed from the system or if the system power is turned off while data is being read from or written to the game card.
- If the game card is used where it can be affected by static electricity or electrical noise.

If, for any reason, data loss or corruption occurs, it is not possible to recover the data. Backing up data regularly is recommended. Sony Computer Entertainment Inc. and its subsidiaries and affiliates will not be held liable for any damages or injury in the case of data loss or corruption.

FCC & IC NOTICE - PART 1

This device complies with Part 15 of the FCC Rules. Operation is subject to the following two conditions:

- (1) this device may not cause harmful interference, and
 - (2) this device must accept any interference received, including interference that may cause undesired operation
- This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses, and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications.

FCC & IC NOTICE - PART 2

- However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:
 - Reorient or relocate the receiving antenna.
 - Increase the separation between the equipment and receiver.
 - Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
 - Consult the dealer or an experienced radio/TV technician for help.

You are cautioned that any changes or modifications not expressly approved in this manual could void your authority to operate this equipment.

This Class B digital apparatus complies with Canadian ICES-003.
Cet appareil numérique de la classe B est conforme à la norme NMB-003 du Canada.

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NIS America, Inc. warrants to the purchaser of this product that the medium on which this program is recorded is free from material defects for ninety (90) days from the date of purchase. If a defect covered by this warranty occurs during this ninety (90) days warranty period, NIS America, Inc. will replace the game card, at its option, free of charge.

This warranty will be void if the defect in this product has arisen from neglect, abuse, or any attempt to use the product other than as specified in this manual.

WARRANTY SERVICE:

1. Save the sales receipt and UPC code found on the game package for retail versions of this game.
2. If the game is covered under a store warranty, return the game to the store at which the game was purchased.
3. If the game is not covered by a store warranty, notify NIS America by emailing storesupport@nisamerica.com or call the customer service dept. at (714) 540-1185, between the hours of 10 a.m. and 6 p.m. Pacific Standard Time, Monday through Friday.

For NISA technical or general support,
please email support@nisamerica.com or call (714) 540-1122

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Santa Ana, CA 92707

TECHNICAL SUPPORT FOR DIGITAL DOWNLOADS

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please email support@nisamerica.com or call (714) 540-1122

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